

**A SYSTEM AND METHOD FOR OPTIMIZING THE DATA TRANSFER  
BETWEEN MIRRORED DATABASES STORED ON BOTH A CLIENT AND  
SERVER COMPUTER**

Abstract of the Disclosure

5 A system and method for efficiently synchronizing multiple databases stored on multiple computing devices while maintaining parent-child relationships between related database objects. The method and system allows a client computer to update a server database while minimizing the number of network connections between the client and server computers. The method and system provides the generation of object ID numbers  
10 for database objects by the server computer, thus allowing multiple clients to store the same database. In one embodiment, the method and system synchronizes the databases of client and server computers by selectively uploading objects from the client computer database, thereby minimizing the amount of data transferred between the client and server computers. The synchronization routine selectively uploads primary objects  
15 based on the status code of the objects. The status code of each object is updated by an update routine that verifies if the related parent and grandparent objects have been successfully uploaded. If a parent object has been successfully uploaded, then its children, grandchildren and successors are also uploaded. If any particular object is not successfully uploaded from the client computer to the server computer, the related child  
20 and grandchildren objects are all bypassed and not uploaded to the server computer.